

The listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (Currently amended) A method for communicating a report concerning gaming machine past payout data to a player, comprising:
  - tracking gaming machine payout data;
  - storing a record of the tracked payout data in memory accessible by the gaming machine;
  - accepting, from the player via an input device, selection criteria relating to the payout data for the purpose of generating a report;
  - selecting using a processor, based on the accepted selection criteria inputted by the player, particular payout data from the record of the payout data;
  - generating using the processor, based on the selected payout data, [[a]] the report including comparative past payout data which allows the player to identify a gaming machine from among a plurality of gaming machines that is more likely to produce an outcome desired by the player; and
  - communicating to the player the generated report.
2. (Original) The method of claim 1, in which tracking gaming machine payout data comprises tracking winning events.
3. (Original) The method of claim 1, in which tracking gaming machine payout data comprises tracking the frequency of winning events in a selected time period.
4. (Original) The method of claim 1, in which tracking gaming machine payout data comprises tracking particular hand types.
5. (Original) The method of claim 1, in which tracking gaming machine payout data further comprises:
  - tracking the gaming machine's typical payout data;
  - selecting a time period; and
  - comparing the gaming machine's typical payout data to the machine's payout data for the selected time period.

6. (Previously presented) The method of claim 1, in which communicating to the player the report comprises communicating a visual report.
7. (Original) The method of claim 6, in which the visual report is communicated through a display associated with the gaming machine.
8. (Original) The method of claim 6, in which the visual report is communicated through a terminal remote from the gaming machine.
9. (Previously presented) The method of claim 6, in which the visual report is printed.
10. (Original) The method of claim 9, in which the visual report is printed at the gaming machine.
11. (Previously presented) The method of claim 9, in which the visual report is printed remote from the gaming machine.
12. (Previously presented) The method of claim 1, in which communicating to the player the report comprises communicating an aural report.
13. (Original) The method of claim 12, in which the aural report is communicated through a speaker associated with the gaming machine.
14. (Original) The method of claim 12, in which the aural report is communicated through a speaker remote from the gaming machine.
15. (Previously presented) The method of claim 1, in which communicating to the player the report comprises communicating to the player a standard report.
16. (Previously presented) The method of claim 1, in which communicating to the player the report comprises communicating to the player a custom report.
17. (Previously presented) The method of claim 1, in which communicating to the player the report comprises communicating the report to the player before the player enters a game floor.

18. (Original) The method of claim 17, in which the report is communicated to the player through electronic means.
19. (Previously presented) The method of claim 1, in which communicating to the player the report further comprises communicating the report to a plurality of players.
20. (Original) The method of claim 19, in which the report is communicated to a subset of the plurality of players.
21. (Original) The method of claim 20, in which the subset of the plurality of players are enrolled in a player tracking system.
22. (Original) The method of claim 20, in which the subset of the plurality of players are players with high player value ratings.
23. (Original) The method of claim 1, in which the report comprises a color code corresponding to the payout data.
24. (Original) The method of claim 23, in which the color code is associated with the gaming machine.
25. (Original) The method of claim 24, in which the color code is associated with a plurality of gaming machines.
26. (Original) The method of claim 25, in which the plurality of gaming machines are sortable by color code.
27. (Previously presented) The method of claim 26, in which communicating to the player the report further comprises printing a map of the plurality of gaming machines.

28. (Original) The method of claim 1, in which the record comprises data corresponding to a selected time period.

29. (Original) The method of claim 28, in which the selected time period is an elapsed time between specific payouts.

30. (Original) The method of claim 28, in which the selected time period is configured by a user.

31. (Original) The method of claim 1, in which the record comprises data corresponding to a number of plays between winning events.

32. (Original) The method of claim 1, in which the record comprises data corresponding to particular outcomes.

33. (Original) The method of claim 1, in which the record comprises data derived from a plurality of gaming machines.

34. (Original) The method of claim 33, in which the record is sortable by the frequency of winning events.

35. (Currently amended) A method for generating a report of gaming machine past payout data, comprising:

creating a record of payout data;

tracking payout data;

storing tracked payout data in the record;

allowing a player to access a report generator;

accepting, via an input device from the player, selection criteria relating to the tracked payout data for the purpose of generating a report;

selecting using a processor, based on the accepted selection criteria inputted by the player, particular payout data from the record of the payout data;

generating, via the report generator and based on the selected payout data, [[a]] the report including comparative past payout data which allows the player to identify a gaming machine from among a plurality of gaming machines that is more likely to produce a desired outcome; and

communicating the generated report to the player.

36. (Original) The method of claim 35, in which communicating the report to the player comprises communicating a standard report to the player.

37. (Original) The method of claim 35, in which communicating the report to the player comprises communicating a custom report to the player.

38. (Currently Amended) A system for displaying a report regarding gaming machine historical payout data, comprising:

a gaming machine;

memory for storing a record of machine payout data;

an input device and processor configured to:

accept, from the player, selection criteria relating to the machine payout data for the purpose of generating a report, and

select, based on the accepted selection criteria inputted by the player, particular payout data from the record of the machine payout data; and  
a report generator coupled to the memory and configured to:

generate, based on the selected payout data, [[a]] the report including comparative past payout data which allows the player to identify a gaming machine from among a plurality of gaming machines that is more likely to produce an outcome desired by the player, and

communicate the report to the player.

39. (Original) The system of claim 38, further comprising a plurality of gaming machines and a network interconnecting the plurality of gaming machines.

40. (Original) The system of claim 38, further comprising a display.

41. (Currently amended) A system for displaying past payout data of a gaming machine, comprising:

a plurality of gaming machines, each gaming machine having a display;

a server coupled to the plurality of gaming machines;

past payout data stored on the server;

an input device configured to accept, from a player, selection criteria related to the past payout data for the purpose of generating a report; and

a processor structured to:

select, based on the accepted selection criteria inputted by the player, particular past payout data from the past payout data stored on the server,

generate, using the accepted criteria, [[a]] the report including comparative past payout data which allows the player to identify a gaming machine from among the plurality of gaming machines that is more likely to produce an outcome desired by the player, and

output, on the display, information associated with the generated report.

42. (Previously presented) The system of claim 41 further including an access controller configured to provide access to the past payout data stored on the server to only a player enrolled in a player tracking system or to a player with a high player value rating.

43. (Previously presented) The method of claim 1 wherein the report indicates whether a gaming machine is a hot or a cold gaming machine.

44. (Previously presented) The system of claim 41 wherein the indicia indicates whether a gaming machine is a hot or cold gaming machine.

45. (Currently amended) A computer program product, stored on a processor readable medium, including instructions operable to cause a computer system on a gaming network to perform a method for communicating a report concerning gaming machine past payout data to a player, comprising:

tracking gaming machine payout data:

storing a record of the payout data in memory accessible by the gaming machine;

accepting, from the player, selection criteria relating to the payout data for the purpose of generating a report;

selecting, based on the accepted selection criteria inputted by the player, particular payout data from the record of the payout data;

generating, based on the selected payout data, [[a]] the report including comparative past payout data which allows the player to identify a gaming machine from among a plurality of gaming machines that is more likely to produce an outcome desired by the player; and communicating to the player the report derived from the record.